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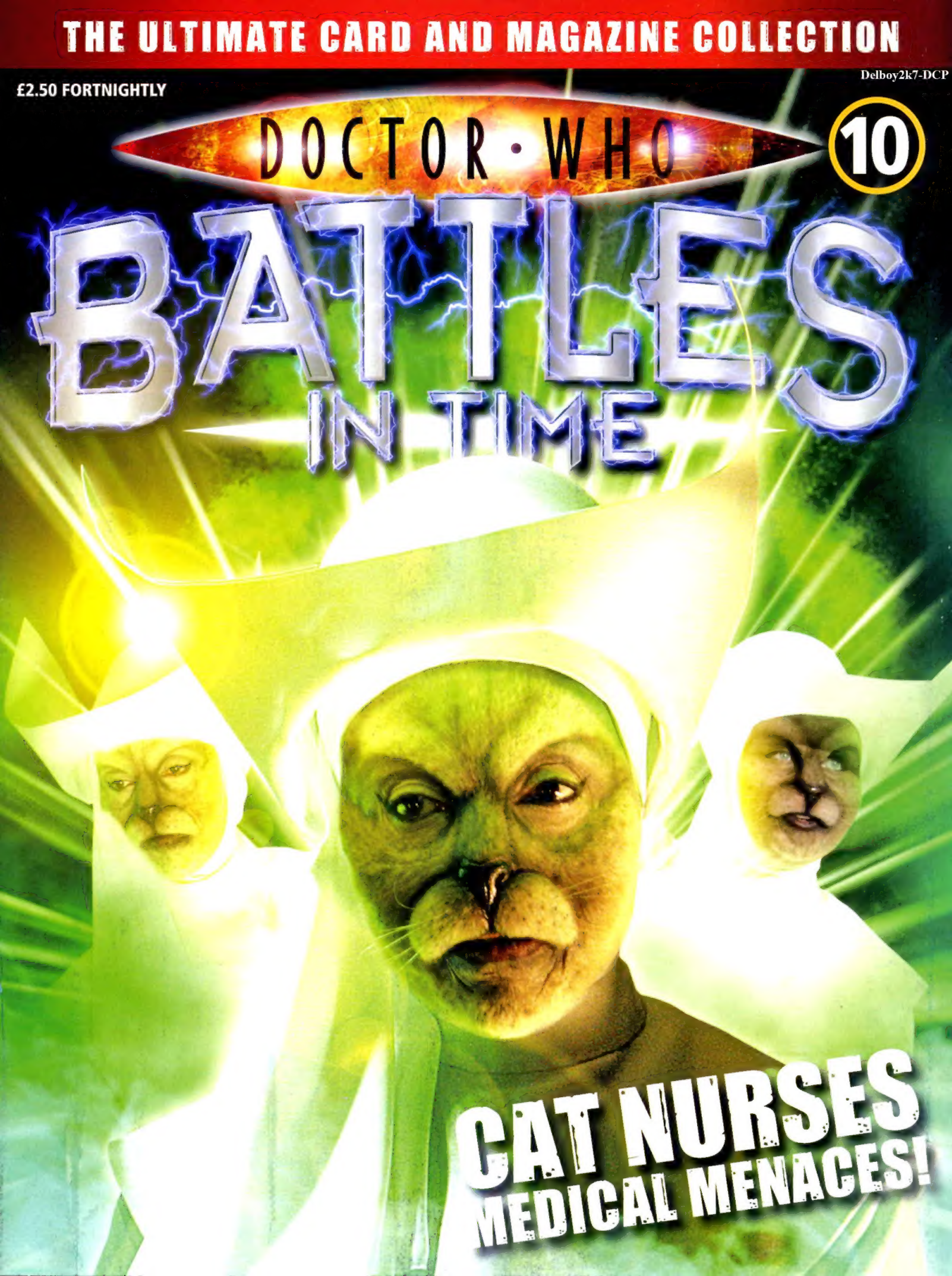

CAT NURSES MEDICAL MENACES!

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GAMEPLAY

SLIDING

This is a fast-paced game for two or more players, where you must use the card numbers to defeat your opponents.

STEP 1

Remove all duplicates and shuffle the pack.

Player 1 must deal 10 cards to each player and put the remaining cards stacked face down in the middle.

Player 1 then takes the top card from the stack and turns it face up.

Player 2 looks at the top card and has to play a card with a higher number than it.

STACKS!

STEP 2

Player 1 now plays a card with a higher number on top of this.

Generally, the best tactic is to play cards with numbers that are closest to the last card played. This way you are more likely to get rid of the most cards possible each round.

Play continues until one of the players does not have a card with a higher number to play.

STEP 3

If a player cannot go, he has to turn over the top card from the stack. Then the player who laid the last card starts the next round by playing a higher card.

Remember the highest card number at the moment is 275.

The winner is the player who can get rid of all their cards the quickest.

TOP TIP

Play a high card that you think the other player can't beat to ruin your opponent's day!

DECK DOCTOR

FAQS

1. I've got loads of duplicate cards. What do I do?

Get swapping! You may have some dupes that your mates are after. So offer them in exchange for cards that you need. You never know, you might be able to make a deal to swap two commons for a rare!

2. My set is getting pretty big now, so is there any way I can personalise the games?

There are loads of ways to make up your own games and rules. For example, you could use cards from different decks and recreate the epic battle at Torchwood between the Daleks and the Cybermen! Look out for more ideas in future issues.

3. Why do my mates have more specials than me?

Don't panic. There's no rush to get all the cards. There are lots more issues of the magazine to come, so you will get more specials – just keep on collecting!

4. What are those strange red, green and silver symbols on the cards used for?

They are power icons. So far they have only been useful for the flow games in the magazine. But look out for a new and exciting game that uses them in the next issue!

MONSTER MASH!

Fill in the gaps with some of the Doctor's scariest enemy cards to give you the name of a secret alien activity organisation.

1. If you eat rats and sleep upside down like a bat, you must be a K_____.

2. Victor Kennedy turned into the A_____ and tried to feed on humans and the Doctor!

3. The S_____ cast a shadow over London at Christmas time with their spaceship.

4. 'Are you my mummy?' was the E____ ____'s spooky question.

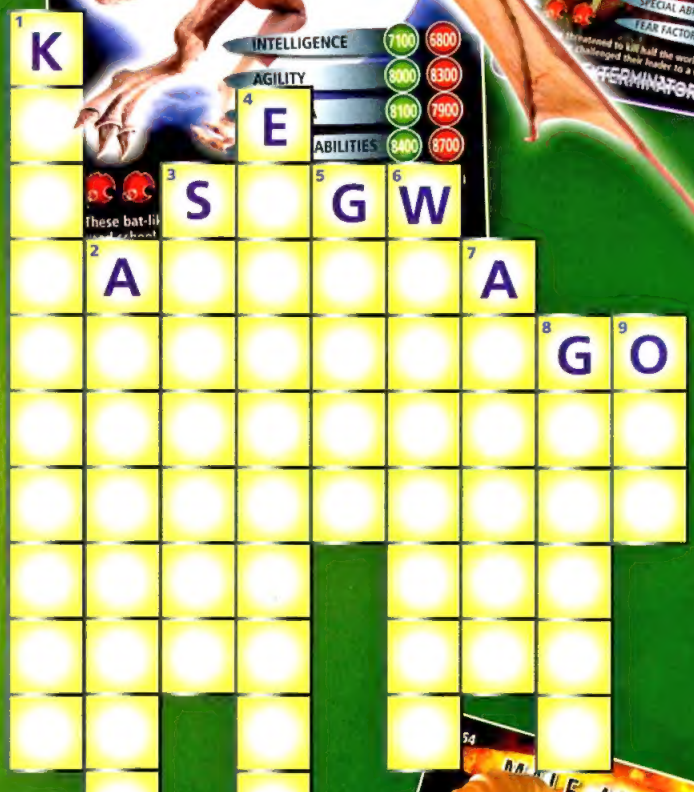
5. The G____ tried to take over the world by entering dead bodies.

6. If you like moon light but have a problem with mistletoe you must be a W_____.

7. A_____ were the plastic killers who hid in clothes shops.

8. People thought G_____ were walking around Earth, but they were really Cybermen!

9. The Beast possessed the O____ and turned them into killing monsters.



WE PIT TWO OF THE COOLEST EXTERMINATOR

GRASKE

MONSTER PROFILE

HEIGHT 1.12m

TECHNOLOGY ADVANCED

TEAMWORK LOW

ORIGINS GRIFFOTH

WHO IS HE? A small, demonic creature who came to Earth one Christmas. He abducted humans and replaced them with alien changelings who looked identical to the people he took.

WHAT'S HE LIKE? Fast, sly and rather angry. He acted so quickly that people didn't even notice anything had changed. He was nifty with a blaster weapon too!

WHAT'S HE GOOD AT? Kidnap and imprisonment! After taking humans or aliens from their home planets, he stored them in stasis pods deep within his base on Griffoth.

REMEMBER YOU CAN BOOST THE GRASKE'S POWERS WITH A BONUS CARD.

GRASKE WINS ON INTELLIGENCE:
7100 vs 6800

TOTAL 1/5

WEREWOLF

CARDS AGAINST EACH OTHER, FOR A FEARSOME FACE-OFF!

WEREWOLF

MONSTER PROFILE

HEIGHT	2.44m
TECHNOLOGY	BIOLOGICAL
TEAMWORK	LOW
ORIGINS	OUTER SPACE

WHO IS HE? Strictly speaking he was a lupine-wavelength-haemovariform. Basically a man possessed by an alien who turned into a wolf every full moon.

WHAT'S HE LIKE? Driven by the overriding desire to make Queen Victoria the next Host, this drooling, toothy beast was almost unstoppable.

WHAT'S HE GOOD AT? Tearing people to pieces with his teeth and claws. This monstrous being also ran at incredible speeds and wasn't affected by normal bullets.

WEREWOLF WINS ON

AGILITY:
7900 vs 7700

STAMINA:
8100 vs 6900

SPECIAL ABILITIES:
8400 vs 8000

FEAR FACTOR:
8700 vs 7800

TOTAL 4/5

WINS!

HAVE YOU FOUND THE OTHER WEREWOLF CARDS?

FAQ EPISODE 9

THE EMPTY CHILD

The Doctor and Rose land in 1940s London to find it terrorised by zombies wearing gas masks.

Q Which episode is this?
This is the episode where a gas mask-wearing child will stop at nothing to find his mummy, and the Doctor meets Captain Jack.

Q What are the Doctor and Rose chasing at the start of the episode?
A Chula ship. It's jumping time tracks which makes following it in a TARDIS a little tricky.

Q Why does the Doctor pretend to be called John Smith?
He often uses that name when working undercover – look out for it in future episodes.

Q Why is Rose obsessed with scans for alien tech? And who's this Spock guy?
She has watched far too many science fiction films and TV shows! Mr Spock is a famous character from the first Star Trek series.

Q Why do the people in the club laugh when the Doctor asks if anything has fallen from the sky recently?
He doesn't realise it, but they landed in the middle of the Second World War when bombs were being dropped on London all the time.

Q How come Jack has psychic paper?
He has ways of getting anything he wants...

Q What's the Time Agency?
Jack used to work for it, but they don't sound like very good employers – they wiped two years of his memory!

"Mummy? Mummy? Are you my mummy?"

OUCH!

Q What's that scar on the back of the scary child's hand?
It's some kind of injury. Spookily all the patients in the hospital have exacty the same wound.

CHASING CHULAS!

Can you avoid the Chula zombies and find the Doctor at the hospital?

INSTRUCTIONS

1. Remove all the bonus cards then shuffle your deck.
2. Place your deck face down and put a counter on the start.
3. Draw the top card and use it to decide your route.
4. Discard your card. Now it's your friend's turn.

START

You are clinging to a barrage balloon and German bombers are missing you by inches.

Look at your card deck – is it a Hero?

YES

You land gracefully on the top of Captain Jack's invisible ship.

Is your red Special Abilities higher or lower than 4000?

NO

LOWER

HIGHER

You land with a thud onto Big Ben, and hold on for your life.

Is your red Agility higher than your green?

RED HIGHER

You jump down to the street and take cover in a nearby building.

Look at your card number to find out what happens next...

BELOW 150

Captain Jack comes out of his ship.

If you have a red power symbol on your card he takes you to the hospital.

GREEN HIGHER

YES, AT LAST!

ABOVE 150

NO RED SYMBOL

RED SYMBOL

You are still stuck on Big Ben!

If your red Special Abilities is above 5000 move on, but if it isn't miss a go.

Behind the door you hear a boy's voice saying: 'Are you my mummy?'

If your green Intelligence is above 5000, he goes away.

The hospital fence is too high to climb.

If you have a Rare card, Jack uses his sonic blaster to make a hole.

UNDER 5000

RED HIGHER

OVER 5000

COMMON

RARE

BELOW 4000

You are hiding under a table and can hear the Empty Child's footsteps in the hall outside.

Is your green Fear Factor higher than the red?

You reach the back entrance to the hospital, but is the door unlocked?

Check out green Special Abilities to see if you get in or have to find a different way...

ABOVE 4000

GREEN HIGHER

YOU WIN!

Congratulations!

You get into the hospital. The Chula zombies are waking up, but at least you can now team up with the Doctor, Rose and Captain Jack...

CAT NURSE QUIZ

Are you a Cat Nurse know it all?

Q1. Which patient had the Doctor met before?

a) A Dalek
b) Face of Boe
c) Moxx of Balhoon

Q2. Which of these was NOT the name of a Cat Nurse?

a) Matron Casp
b) Novice Hame
c) Sister Wendy

Q3. What did the nurses call the infected people?

a) Skin
b) Blood
c) Flesh

Q4. Which of the Doctor's old foes was hiding in the hospital?

a) Cassandra
b) Slitheen Blon Fel Fotch
c) The Jagrafess

Q5. What was the Duke of Manhattan suffering from?

a) Manifest Lunacy
b) Petrifold Regression
c) Measles

Q6. What did the Doctor think the hospital should have?

a) More beds
b) Better toilets
c) A shop

DA
OF

NOVICE HAME

This kindly nurse looks after the Face of Boe, and can hear his telepathic singing. When the nurses' treachery is uncovered she is arrested by the police.

THE PATIENTS

Ward 26 is full of patients suffering from the most unusual diseases in the universe, which make them very interesting medical cases for a certain Doctor...

FACE OF BOE

This ancient alien who the Doctor met at the end of the world is dying, until the Doctor teaches him to look at the universe anew. He has a secret which he will tell the Doctor next time they meet.

RED PATIENT

The symptoms of Marconi's Disease often, but not always, include a rapid rise in temperature and the skin turning red. It should take years to recover from, but this patient gets better in just two days.

WHITE PATI

Victims of Pallidrome
sometimes report sudde
body hair and a numbnes
This lethal disease usuall
10 minutes, but the cats

10
CAT N
WHOLE NEW WORLD!
un expands and engulfs the Earth, humans
w planet in the galaxy M87. The Sisters of
work in a hospital outside New New York.
WARD 26
ENT
ancrosis
loss of all
in the feet.
kills within
cure him.
DUKE OF MANHATTAN
The Duke is admitted after contracting Petrifold Regression which turns people to stone. A cure shouldn't be available at this time in history – it is meant to be discovered 1,000 years in the future.
SISTER JATT
This nurse escorts the Doctor through Ward 26 and doesn't understand his desire for a hospital shop. She dies after being touched by one of the 'Flesh'.

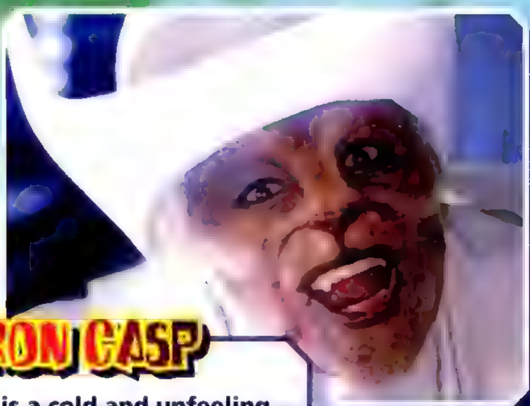
URSES

EDICAL MENACES!

e Cat Nurses took a lifelong vow to help
hers and heal the sick, but they got a little
er enthusiastic. They deliberately 'grew'
mans in secret to be used for medical testing...

INFECTED FLES

The sisters don't see their hu
guinea pigs as real people, j
flesh to experiment on and
to advance medical scienc



MATRON CASP

The head nurse is a cold and unfeeling cat who will do anything to make sure the 'Flesh' remain a secret. She falls ill and dies while chasing the Doctor.

Th
Inte
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are h
pipe
oxy
to i
sh

TOP 10 CAT NURSE FACTS

1. The Cat Nurses are the result of thousands of years of evolution. Over time they gained the ability to walk on two legs and talk.
2. There's a Nano-Dentistry unit in the hospital. Cat Dentists inject microscopic robots into patients' gums to heal toothy problems.
3. They have incredibly powerful night vision.
4. They tried cloning animals, but the results were too slow, so they experiment on humans instead.
5. The cats developed a longer life expectancy than normal felines and can live for up to 90 human years.
6. One of the nurses wrote a book that suggested the 'Flesh' were capable of thought and feeling.
7. Never get on the wrong side of a Cat Nurse – they spend hours manicuring their claws to sharp points that can easily maim.
8. The cats control access to certain areas of the hospital by coloured ID cards.
9. The cats insist that every visitor to the wards is disinfected.
10. The cats have control over the whole building – it can be put under quarantine in seconds.

IDDEN AWAY

cats hide the 'Flesh' in
sive Care and infect them
very known disease. They
oused in pods and fed with
containing nutrients and
gen. The official policy is
cinerate any of them who
ow signs of normal life.

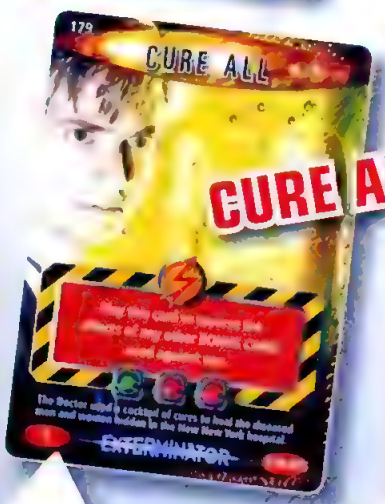
HOSPITAL DECK

Have you found any cards from the hospital in New New York? Here are some of them...

DISEASED MAN

SISTER JATT

NEW EARTH HOSPITAL

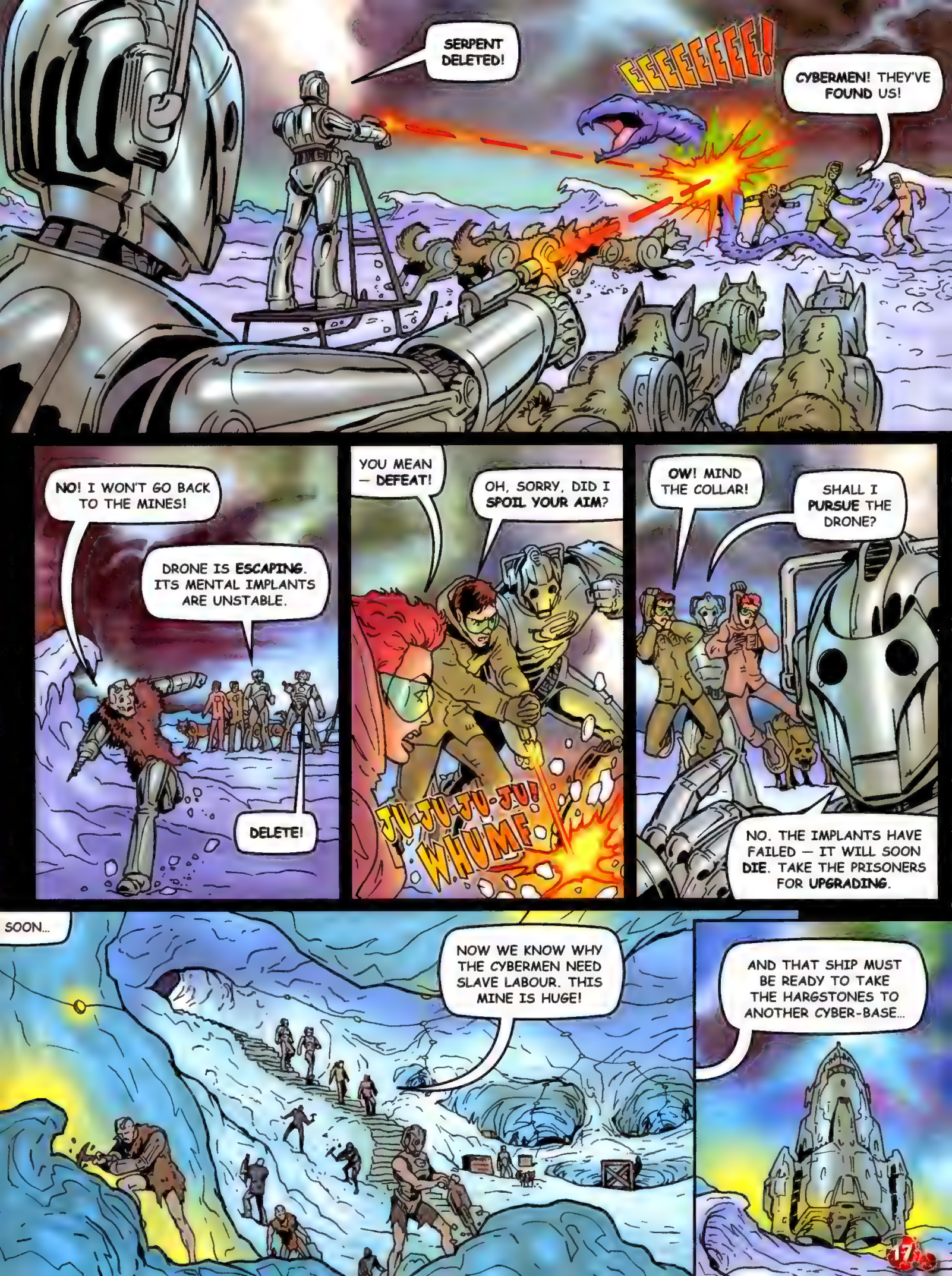


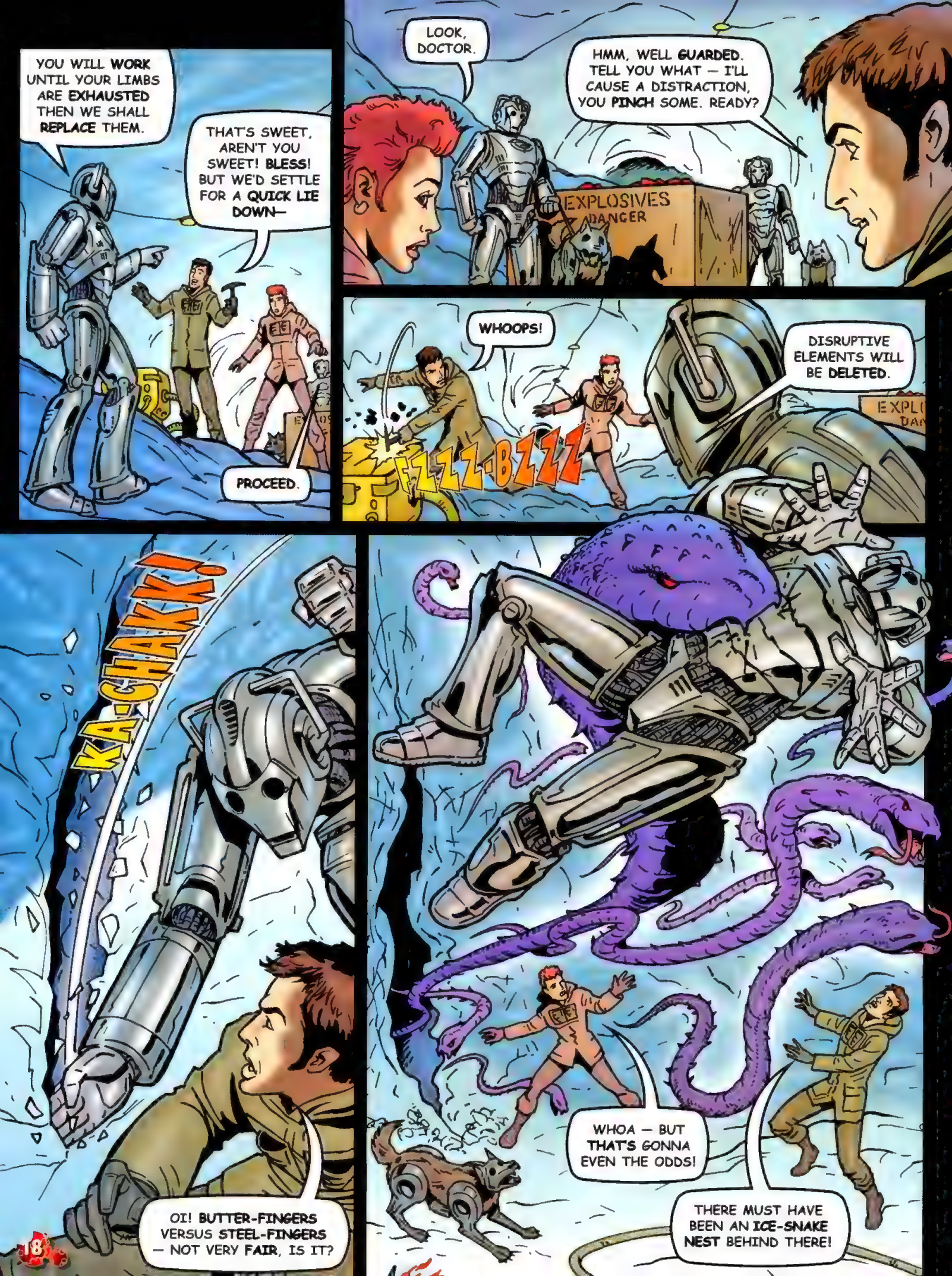
CURE ALL

DANGER OF INFECTION

TURN TO PAGE 23 FOR THE ANSWERS OR WE WILL INFECT YOU!

ENEMY MINE
The Doctor and Kadett follow the Cybermen's map to Centurie's arctic zone.
ACCORDING TO THAT MAP WE FOUND, THE CYBERMAN BASE SHOULD BE ROUND HERE.
COOL. OR DO I MEAN DOWNRIGHT COLD? BLIMEY, KADETT, EVEN BRIGHTON BEACH GETS WARMER THAN THIS.
WELL, SOMETIMES...
THE CYBERMEN WERE PLANNING TO SHIP UPGRADED HUMAN DRONES TO THIS PLACE, BUT WHY—? ACK!
FILTH! DIRT! SCUM!
WHAT'S WRONG WITH YOU? YOU A CLEANER OR SOMETHING?
WAIT! I THOUGHT YOU WORKED FOR THE CYBERMEN. BUT YOUR ARMS... LEGS... YOU'RE FLESH AND BLOOD!
DOCTOR AND KADETT, ACTUALLY. WHO ARE YOU?
HOMAJ. ONCE FREE... NOW A TOOL OF THE CYBERMEN. THEY MAKE US MINE HARGSTONES - BUT I ESCAPED!
WHAT DO THE CYBERMEN WANT WITH PRECIOUS JEWELS? PLANNING TO BLING THEMSELVES UP?
PURE GEMS LIKE THESE HAVE TONS OF INDUSTRIAL USES. HUNDREDS!
GULP! ARE THEY ANY GOOD FOR STOPPING THE LOCAL WILDLIFE?!
ER... NOT MUCH.
HISSSSS!
AN ICE SNAKE — THEY ATTACK ON SIGHT!
Written by: Steve Cole. Inks: Lee Sullivan. Colours: Alan Craddock.


SERPENT DELETED!
EEEEEEEEE!
CYBERMEN! THEY'VE FOUND US!
NO! I WON'T GO BACK TO THE MINES!
DRONE IS ESCAPING. ITS MENTAL IMPLANTS ARE UNSTABLE.
DELETE!
YOU MEAN — DEFEAT!
OH, SORRY, DID I SPOIL YOUR AIM?
JU-JU-JU-JU! WHUMF!
OW! MIND THE COLLAR!
SHALL I PURSUE THE DRONE?
NO. THE IMPLANTS HAVE FAILED — IT WILL SOON DIE. TAKE THE PRISONERS FOR UPGRADING.
SOON...
NOW WE KNOW WHY THE CYBERMEN NEED SLAVE LABOUR. THIS MINE IS HUGE!
AND THAT SHIP MUST BE READY TO TAKE THE HARGSTONES TO ANOTHER CYBER-BASE...


YOU WILL WORK UNTIL YOUR LIMBS ARE EXHAUSTED THEN WE SHALL REPLACE THEM.
THAT'S SWEET, AREN'T YOU SWEET! BLESS! BUT WE'D SETTLE FOR A QUICK LIE DOWN—
PROCEED.
LOOK, DOCTOR.
HMM, WELL GUARDED. TELL YOU WHAT — I'LL CAUSE A DISTRACTION, YOU PINCH SOME. READY?
EXPLOSIVES
DANGER
WHOOPS!
FZZZZ-BZZZZ
DISRUPTIVE ELEMENTS WILL BE DELETED.
KA-CHAK!
OI! BUTTER-FINGERS VERSUS STEEL-FINGERS — NOT VERY FAIR, IS IT?
WHOA — BUT THAT'S GONNA EVEN THE ODDS!
THERE MUST HAVE BEEN AN ICE-SNAKE NEST BEHIND THERE!

ALL RIGHT, DOCTOR, I'VE GOT THE EXPLOSIVES.
COME ON THEN, IF WE BLOW UP THE CYBERMEN'S SHIP THEY'LL NEVER GET THEIR HARGSTONES!
TOO LATE! IT'S TAKING OFF!
YES. WITH TONS... OF GEMS... ON BOARD...
HOMAJ! AND HE HASN'T GOT LONG...
I HEARD... CYBER-TRANSMISSION. THOSE GEMS... HEADED FOR CENTURIA CENTRAL.
EASY, NOW, HOMAJ, WE'LL GET YOU HELP—
HEY!
HOMAJ, NO! THOSE ARE EXPLOSIVES!
I SHALL DIE A FREE MAN — AND THE CYBERMEN SHALL DIE IN PIECES!
OH, HOMAJ... HE'S SEALING THE MINE—
PERMANENTLY.
BA-CRUMMP!
AT LEAST WE KNOW WHERE THE GEMS ARE HEADED.
RIGHT. AND WE'RE GOING THERE NOW IN THE TARDIS. IT'S TIME TO FINISH THIS... FOR GOOD!
TO BE CONTINUED!!!

BEHIND THE SCENES

Once they'd wired the Emperor up they could control the head and make the ears flash.

DID YOU KNOW?

The claws under the Emperor's mutant are in a praying position to reflect the fact that he's the god of the Daleks.

CREATING THE EMPEROR

Imagine the challenge – you have just under four weeks to build the Emperor Dalek – the most powerful Dalek ever! But where do you start?

Luckily someone else has started the work for you. The art department came up with sketches of how the majestic monster should look. Then it was down to Mike Tucker, Alan Brannan and Nick Kool to bring the drawings to life.

And what should a Dalek Emperor be made out of – solid gold? Think again! The Emperor was completely custom made out of much cheaper materials. First they built a wooden frame, then gave him a plastic 'skin' made from styrene and perspex which was sprayed gold with the same mixture of paints they'd used for the normal Daleks. Finally a whole lot of wiring and lights were added. They wired up the eyepiece, the ears and then added some small lights to the casing to make it look more interesting.

They even had to make a Dalek mutant for distance shots. It may look like some kind of rubbery squid, but it was sculpted out of modelling clay a bit like Fimo and then baked in the oven.

MINIATURE MONSTER!

The Emperor is meant to be over nine metres tall, but was actually only a little taller than you. The model makers even had to sit inside him to make the finishing touches!

Alan Brannan carves the mutant out of professional modelling clay called Sculpy.

IN THE SHOW

The Emperor is the big bad guy from the end of the first series. He secretly harvested humans then turned them into Daleks, and wanted to take over the universe. See how large he appears compared with his black-domed guards!

THE CYBER CONTROLLER'S

BRAIN BUSTERS

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

HOW DID YOU DO? LOOK AT PAGE 23 FOR THE ANSWERS

HOSPITAL OF DEATH!

You are trapped in the New New York medical facility. Can you claw your way out of the hospital and escape the treacherous Cat Nurses?

RIPPED TO SHREDS

The Cat Nurses have taken their talons to some cards. Can you work out which card is missing its other half?

MEDICAL MAYHEM!

Read these Doctor's notes and see if you can work out what order to give the IV cures to the patient.

The blue remedy should always come last

Give the patient the green medicine immediately before the yellow, but immediately after the purple

NEVER use the red solution first

MISSING LINK

Can you work out which piece will complete the puzzle?

COMING IN ISSUE 11...

PUZZLE ANSWERS

CAT NURSE QUIZ

Q1. b) Face of Boe
Q2. c) Sister Wendy
Q3. c) Flesh
Q4. a) Cassandra
Q5. b) Pertifold Regression
Q6. c) A shop

MEDICAL MAYHEM

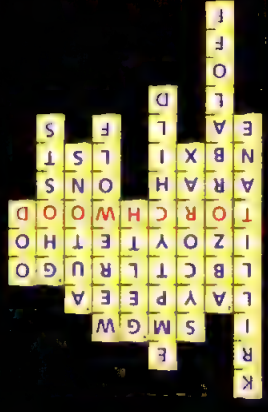
1 Purple
2 Green
3 Yellow
4 Red
5 Blue

MISSING LINK

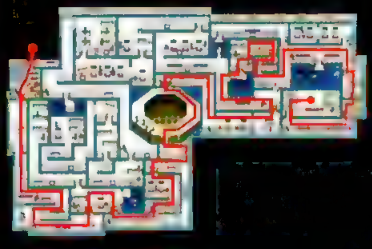
D

RIPPED TO SHREDS

MONSTER MASH!



HOSPITAL OF DEATH!



GET SHIP SHAPE!

Fancy a thrilling trip through time and space? Then find out which spaceship to jump aboard...

10
9 771750 351018

1 How would you[r] your bedroom?

- a) It's bigger than it looks at first
- b) It smells of stinky farts!
- c) It has a good sound system
- d) It's good for sword fighting

2 What would you love to drive when you're old enough?

- a) A big people carrier
- b) A top of the range Ferrari
- c) An old banger
- d) A souped up hatchback

3 What would you use your spaceship for?

- a) Crash landing into rivers
- b) Taking over planets
- c) Impressing my mates of course!
- d) Travelling through time to save Earth

4 Who would you have at the controls of your spaceship?

- a) Automatic pilot so I can chill out
- b) Only me
- c) One of my monstrous brothers
- d) A mutated pig!

5 How would your mates describe you?

- a) Stylish and refined
- b) A bit of a bully
- c) Accident prone
- d) Cool but eccentric

6 Who would travel with you on your spaceship?

- a) All the family
- b) Plenty of soldiers
- c) A brave companion
- d) My best friend

HOW DID YOU SCORE?

SCORE SHEET

1. a) 4 b) 1 c) 3 d) 2
2. a) 2 b) 3 c) 4 d) 1
3. a) 1 b) 2 c) 3 d) 4
4. a) 3 b) 4 c) 2 d) 1
5. a) 3 b) 2 c) 1 d) 4
6. a) 1 b) 2 c) 4 d) 3

6-9 Slitheen Ship
You're right at home with the stinky Slitheen and don't even notice their farty smells!

10-15 Sycorax Ship
You always go around in a crowd, but you might be better off without them...

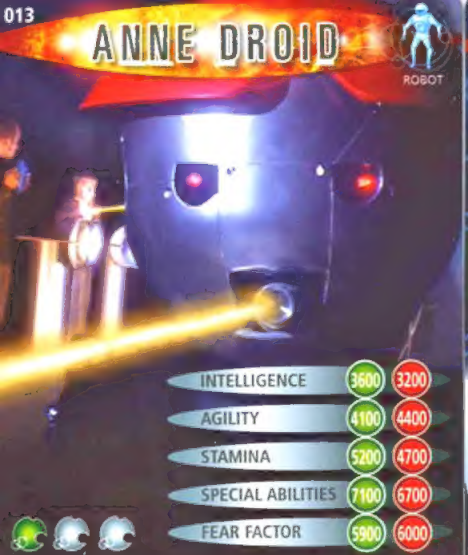
16-20 Jack's Ship
You're out to impress, but your friends may not spot a spaceship going that fast!

21-24 The TARDIS
Not the most reliable vehicle, but it's still the best way to travel!

013

ANNE DROID

ROBOT



INTELLIGENCE	3600	3200
AGILITY	4100	4400
STAMINA	5200	4700
SPECIAL ABILITIES	7100	6700
FEAR FACTOR	5900	6000

Anne was the psychotic robot presenter of The Weakest Link in the year 200/100. She killed the loser of every round.

C — EXTERMINATOR — 13/275

112

FLORA

HUMAN

INTELLIGENCE	1700	2300
AGILITY	5000	4600
STAMINA	2900	2400
SPECIAL ABILITIES	600	900
FEAR FACTOR	700	500

One of Sir Robert MacLeish's maids hid in a wardrobe to escape the Brethren, then asked Rose to help her.

C — EXTERMINATOR — 112/275

120

NOVICE HAME

ALIEN

INTELLIGENCE	5400	4900
AGILITY	6000	6400
STAMINA	6700	6300
SPECIAL ABILITIES	4500	4800
FEAR FACTOR	6100	6200

The Sister of Plenitude in the hospital at New New York whose job it was to look after the ailing Face of Boe.

C — EXTERMINATOR — 120/275

162

CYBUS VICTIM

HUMAN

INTELLIGENCE	3500	3700
AGILITY	4900	4600
STAMINA	4300	3900
SPECIAL ABILITIES	1400	1100
FEAR FACTOR	2500	2300

At first John Lumic collected homeless people off the streets to create Cybermen by pretending to give them free food.

C — EXTERMINATOR — 162/275

227

DALEK CAAN

DALEK

INTELLIGENCE	8500	8400
AGILITY	6700	6900
STAMINA	7200	7500
SPECIAL ABILITIES	8000	8200
FEAR FACTOR	8500	8100

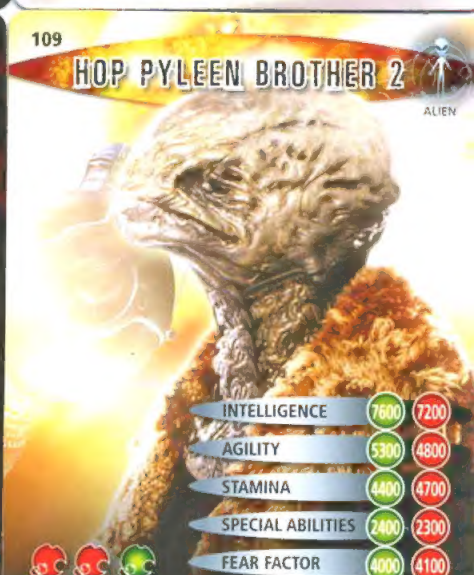
One of the Daleks who arrived at Torchwood and unleashed the terror of the Genesis Ark on an unsuspecting Earth.

C — EXTERMINATOR — 227/275

109

HOP PYLEEN BROTHER 2

ALIEN



INTELLIGENCE	7600	7200
AGILITY	5300	4800
STAMINA	4400	4700
SPECIAL ABILITIES	2400	2300
FEAR FACTOR	4000	4100

The co-inventor of hyposlip travel was invited with his brother to the party for the End of the World on Platform One.

C — EXTERMINATOR — 109/275

171

SISTER JATT

ALIEN

INTELLIGENCE	5500	5100
AGILITY	5900	6300
STAMINA	6600	6400
SPECIAL ABILITIES	4700	4900
FEAR FACTOR	6000	6200

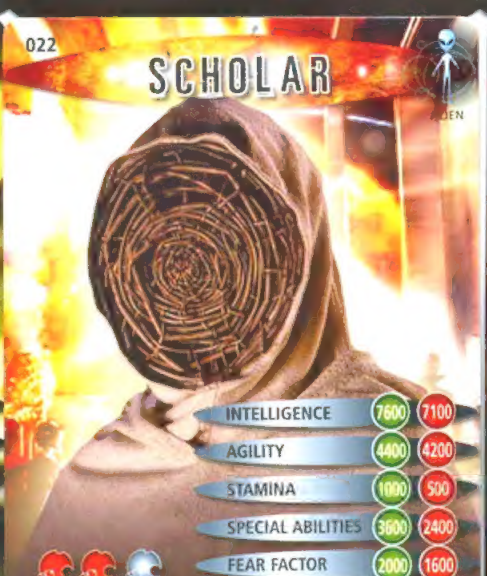
This Sister of Plenitude thought little of the Doctor's hospital shop suggestion as she escorted him through ward 26.

C — EXTERMINATOR — 171/275

022

SCHOLAR

ALIEN



INTELLIGENCE	7600	7100
AGILITY	4400	4200
STAMINA	1000	500
SPECIAL ABILITIES	3600	2400
FEAR FACTOR	2000	1600

One of Class 55 from University of Rago Rago Five Six Rago. He's famous for his book 'Zarbi or Menoptra: Your Inner Insect'.

C — EXTERMINATOR — 22/275

139

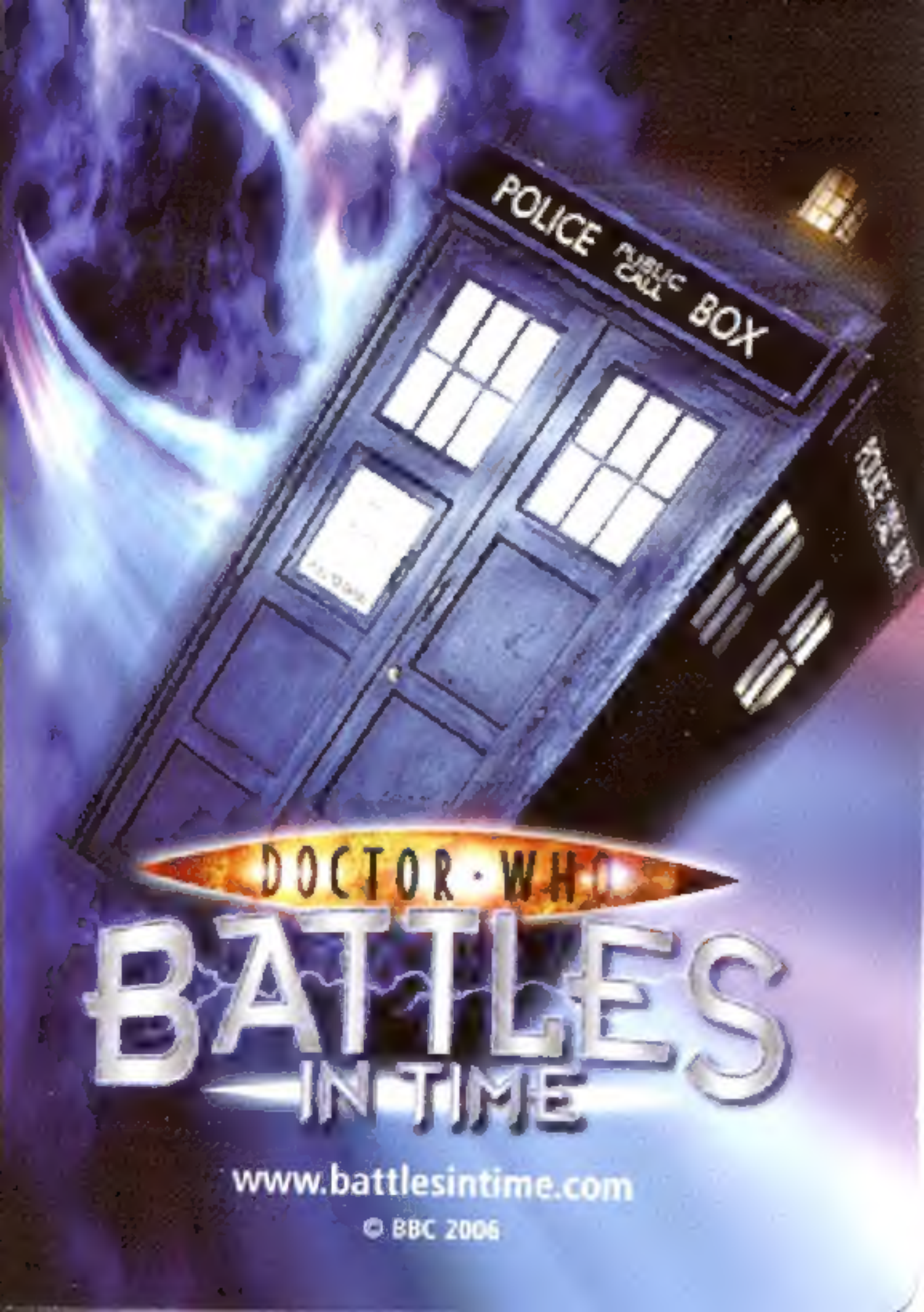
CYBERLEADER

CYBERMAN

INTELLIGENCE	8500	8400
AGILITY	7800	8100
STAMINA	7000	6800
SPECIAL ABILITIES	7300	7500
FEAR FACTOR	8700	8500

The brains behind the invasion of Earth through Torchwood Tower, this Cyberman was destroyed by Jake and his troops.

R — EXTERMINATOR — 139/275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10 CAT NURSES

MEDICAL MENACES!

The Cat Nurses took a lifelong vow to help others and heal the sick, but they got a little over enthusiastic. They deliberately 'grew' humans in secret to be used for medical testing...

A WHOLE NEW WORLD!

After the Sun expands and engulfs the Earth, humans adopt a new planet in the galaxy M87. The Sisters of Plenitude work in a hospital outside New New York.

NOVICE HAME

This kindly nurse looks after the Face of Boe, and can hear his telepathic singing. When the nurses' treachery is uncovered she is arrested by the police.

THE PATIENTS

Ward 26 is full of patients suffering from the most unusual diseases in the universe, which make them very interesting medical cases for a certain Doctor...

FACE OF BOE

This ancient alien who the Doctor met at the end of the world is dying, until the Doctor teaches him to look at the universe anew. He has a secret which he will tell the Doctor next time they meet.

RED PATIENT

The symptoms of Marconi's Disease often, but not always, include a rapid rise in temperature and the skin turning red. It should take years to recover from, but this patient gets better in just two days.

WHITE PATIENT

Victims of Pallidrome Pancrosis sometimes report sudden loss of all body hair and a numbness in the feet. This lethal disease usually kills within 10 minutes, but the cats cure him.

DUKE OF MANHATTAN

The Duke is admitted after contracting Petrifold Regression which turns people to stone. A cure shouldn't be available at this time in history – it is meant to be discovered 1,000 years in the future.

SISTER JATT

This nurse escorts the Doctor through Ward 26 and doesn't understand his desire for a hospital shop. She dies after being touched by one of the 'Flesh'.

MATRON CASP

The head nurse is a cold and unfeeling cat who will do anything to make sure the 'Flesh' remain a secret. She falls ill and dies while chasing the Doctor.

DANGER OF INFECTION

INFECTED FLESH

The sisters don't see their human guinea pigs as real people, just flesh to experiment on and se to advance medical scienc.

HIDDEN AWAY

Th cats hide the 'Flesh' in Intesive Care and infect them with very known disease. They are hused in pods and fed with pipe containing nutrients and oxygen. The official policy is to icinerate any of them who sbw signs of normal life.

TOP 10 CAT NURSE FACTS

1. The Cat Nurses are the result of thousands of years of evolution. Over time they gained the ability to walk on two legs and talk.
2. There's a Nano-Dentistry unit in the hospital. Cat Dentists inject microscopic robots into patients' gums to heal toothy problems.
3. They have incredibly powerful night vision.
4. They tried cloning animals, but the results were too slow, so they experiment on humans instead.
5. The cats developed a longer life expectancy than normal felines and can live for up to 90 human years.
6. One of the nurses wrote a book that suggested the 'Flesh' were capable of thought and feeling.
7. Never get on the wrong side of a Cat Nurse – they spend hours manicuring their claws to sharp points that can easily maim.
8. The cats control access to certain areas of the hospital by coloured ID cards.
9. The cats insist that every visitor to the wards is disinfected.
10. The cats have control over the whole building – it can be put under quarantine in seconds.